

```
1  #include <iostream>
2  #include <conio.h>
3  #include <Windows.h>
4  #include <fstream>
5  #include "Game.h"
6  using namespace std;
7
8  int main() {
9
10     Game myGame;
11
12     if (myGame.load())
13     {
14         while (!myGame.isGameOver())
15         {
16             myGame.Run();
17         }
18         if (myGame.didUserQuit())
19         {
20             cout << "Thanks for playing!" << endl;
21         }
22         if (myGame.getPlayerLives() < 0)
23         {
24             cout << "You lose!" << endl;
25         }
26         else
27         {
28             cout << "You win!" << endl;
29         }
30     }
31     else
32     {
33         cout << "Game did not load" << endl;
34     }
35 }
36
37 //void PlayDoorClose()
38 //{
39 //    Beep(500, 75); // frequency and duration
40 //    Beep(500, 75);
41 //}
42 //void PlayerDoorOpen()
43 //{
44 //    Beep(1397, 97);
45 //}
46 //void PickUpKey()
47 //{
48 //    Beep(1568, 100);
49 //}
50 //void Win()
51 //{
52 //    Beep(1568, 200);
53 }
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54 // Beep(1568, 200);
55 // Beep(1568, 200);
56 // Beep(1245, 1000);
57 // Beep(1397, 200);
58 // Beep(1397, 200);
59 // Beep(1397, 200);
60 // Beep(1175, 1000);
61 //}
```